```
BBBBBBBBBBBB        AAAAAAAAA        SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB        AAAAAAAAA        SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB        AAAAAAAAA        SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBB          BBB   AAA       AAA   SSS           RRR         RRR       TTT        LLL
BBBBBBBBBBBB       AAA       AAA     SSSSSSSSS   RRRRRRRRRRR           TTT        LLL
BBBBBBBBBBBB       AAA       AAA     SSSSSSSSS   RRRRRRRRRRR           TTT        LLL
BBBBBBBBBBBB       AAA       AAA     SSSSSSSSS   RRRRRRRRRRR           TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR             TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR             TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR             TTT        LLL
BBB          BBB   AAA       AAA           SSS  RRR      RRR           TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR             TTT        LLL
BBB          BBB   AAA       AAA           SSS  RRR      RRR           TTT        LLL
BBB          BBB   AAA       AAA           SSS  RRR      RRR           TTT        LLL
BBB          BBB   AAA       AAA           SSS  RRR      RRR           TTT        LLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSS   RRR         RRR       TTT        LLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSS   RRR         RRR       TTT        LLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSS   RRR         RRR       TTT        LLLLLLLLLLLLLLL
```

```
BBBBBBBB      AAAAAA      SSSSSSSS    IIIIII    NN      NN    AAAAAA    RRRRRRRR      GGGGGGGG
BBBBBBBB      AAAAAA      SSSSSSSS    IIIIII    NN      NN    AAAAAA    RRRRRRRR      GGGGGGGG
BB      BB   AA      AA   SS            II     NN      NN   AA      AA   RR      RR   GG
BB      BB   AA      AA   SS            II     NN      NN   AA      AA   RR      RR   GG
BB      BB   AA      AA   SS            II     NNNN    NN   AA      AA   RR      RR   GG
BB      BB   AA      AA   SS            II     NNNN    NN   AA      AA   RR      RR   GG
BBBBBBBB     AA      AA    SSSSSS       II     NN  NN  NN   AA      AA   RRRRRRRR     GG
BBBBBBBB     AA      AA    SSSSSS       II     NN  NN  NN   AA      AA   RRRRRRRR     GG
BB      BB   AAAAAAAAAA          SS     II     NN    NNNN   AAAAAAAAAA   RR   RR      GG   GGGGGG
BB      BB   AAAAAAAAAA          SS     II     NN    NNNN   AAAAAAAAAA   RR   RR      GG   GGGGGG
BB      BB   AA      AA          SS     II     NN      NN   AA      AA   RR     RR    GG       GG      ....
BB      BB   AA      AA          SS     II     NN      NN   AA      AA   RR     RR    GG       GG      ....
BBBBBBBB     AA      AA   SSSSSSSS    IIIIII    NN      NN   AA      AA   RR      RR    GGGGGG         ....
BBBBBBBB     AA      AA   SSSSSSSS    IIIIII    NN      NN   AA      AA   RR      RR    GGGGGG         ....
```

```
RRRRRRRR     EEEEEEEEEE     QQQQQQ
RRRRRRRR     EEEEEEEEEE     QQQQQQ
RR      RR   EE            QQ      QQ
RR      RR   EE            QQ      QQ
RR      RR   EE            QQ      QQ
RR      RR   EE            QQ      QQ
RRRRRRRR     EEEEEEEE      QQ      QQ
RRRRRRRR     EEEEEEEE      QQ      QQ
RR  RR       EE            QQ  QQ  QQ
RR  RR       EE            QQ  QQ  QQ
RR    RR     EE            QQ    QQ
RR    RR     EE            QQ    QQ
RR      RR   EEEEEEEEEE      QQQQ  QQ
RR      RR   EEEEEEEEEE      QQQQ  QQ
```

```
!+
! This file, BASINARG.REQ, is used by the frame initialization routines
! to define their argument list.        Edit: PLL1007
!-

!
!****************************************************************************
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!****************************************************************************

!+
! Edit History:
!
! 0-001 - Initial coding from BP2VAXDGC.  JBS 19-NOV-78
! 1-001 - Make version number 1.  JBS 27-NOV-78
! 1-002 - Change BAS$B_IN_L_FCD to BAS$B_IN_V_FCD.  JBS 09-FEB-1979
! 1-003 - Divide BAS$L_IN_NO_STR up into two fields: BAS$W_IN_NO_FST
!         and BAS$W_IN_NO_DST.  JBS 20-MAR-1979
! 1-004 - Add BAS$K_IN_V_FCD.  JBS 03-AUG-1979
! 1-005 - Remove the PRINT statement, for the new BLISS compiler.
!         JBS 02-OCT-1979
! 1-006 - Add copyright notice.  SBL 11-Mar-1980
! 1-007 - Add new fields, BAS$L_IN_LEN_RTA_DT and BAS$L_IN_RTA_TMT, for
!         run-time dimensioned arrays.  PLL 12-May-1982
!-

FIELD
    BAS$INIT_ARGS =
        SET
        BAS$L_IN_L_ARG = [0, 0, 32, 0],         ! length of argument list in bytes
        BAS$B_IN_V_FCD = [4, 0, 8, 0],          ! version number of frame
        BAS$B_IN_PROC_C = [5, 0, 8, 1],         ! procedure code
        BAS$W_IN_FLAGS = [6, 0, 16, 0],         ! frame flags
        BAS$L_IN_PROC_I = [8, 0, 32, 0],        ! offset to procedure info
        BAS$B_IN_S_V_PK = [12, 0, 8, 1],        ! scale for packed
        BAS$B_IN_S_V_DB = [13, 0, 8, 1],        ! scale for double
        BAS$L_IN_LEN_SC = [16, 0, 32, 0],       ! local numeric scalars
```

```
        BAS$B_IN_NO_FML = [20, 0, 8, 0],        ! number of formals
        BAS$L_IN_LEN_DT = [24, 0, 32, 0],       ! length of frame desc. template
        BAS$L_IN_DT_TMT = [28, 0, 32, 0],       ! offset to frame desc. template
        BAS$L_IN_LEN_DM = [32, 0, 32, 0],       ! length of frame desc. mod table
        BAS$L_IN_DT_MOD = [36, 0, 32, 0],       ! offset to frame desc. mod table
        BAS$W_IN_NO_DST = [40, 0, 16, 0],       ! number of dynamic strings
        BAS$W_IN_NO_FST = [42, 0, 16, 0],       ! Number of fixed strings
        BAS$L_IN_LEN_NA = [44, 0, 32, 0],       ! numeric array elements
        BAS$L_IN_NO_TST = [48, 0, 32, 0],       ! temp strings (R9)
        BAS$L_IN_NO_NMT = [52, 0, 32, 0],       ! temp numerics (R9)
!+
! The following part of the argument list is present only for
! BAS$INIT (not for BAS$INIT_DEF or for BAS$INIT_DEFS).
!-
        BAS$L_IN_BEG_DA = [56, 0, 32, 0],       ! offset to DATA string
        BAS$L_IN_END_DA = [60, 0, 32, 0],       ! offset to end of DATA string
        BAS$L_IN_LEN_RTA_DT = [64, 0, 32, 0],   ! length of frame run-time array
                                                !  desc. template
        BAS$L_IN_RTA_TMT = [68, 0, 32, 0]       ! offset to frame run-time array
                                                !  desc. template
        TES;

LITERAL
    BAS$K_IN_V_FCD = 1;                         ! Value in BAS$B_IN_V_FCD.

!
!       End of file BASINARG.REQ
```